

ABSTRACT OF THE DISCLOSURE

The present invention is directed to a method of simulating the physical dynamics of a predetermined set of objects that are part of a computer/video game. The objects are connected to each other at one or more respective links. The method of the invention includes the step of grouping a first and a second object in the predetermined set of objects to define a first binary object. A solution for the physical dynamics of the objects in the first binary object at a first link is solved. A third object is grouped to the first binary object to define a second binary object. The third object has at least one link to the first binary object thereby defining a second link. A solution for the physical dynamics of the objects in the second binary object at the second link is solved. Additional objects are recursively grouped to create additional binary objects and the physical dynamics of the additional binary objects is solved.